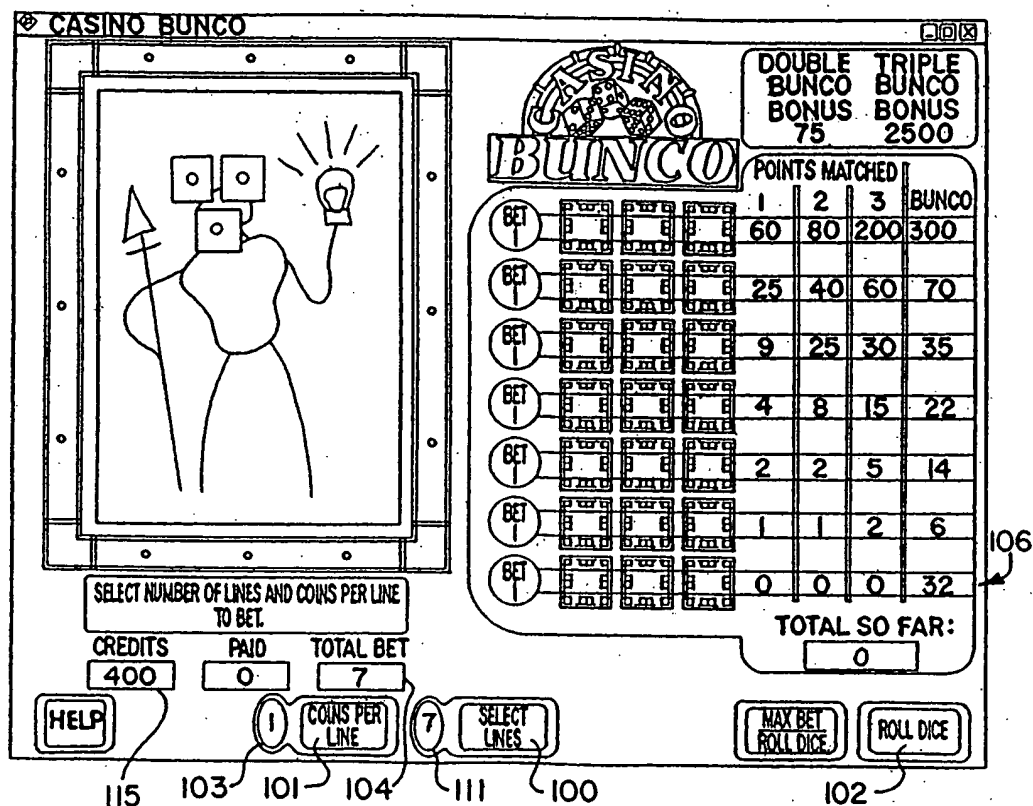




FIG. 1



Sheet 2 of 25
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Inventors: Scott D. SLOMIANY et al.
 Bunco Gaming Device. Method... Game
 Serial No. 09/993,359 Filed: Nov. 19, 2001
 Michael H. Baniak, 312-673-0360 2100/23

FIG.2

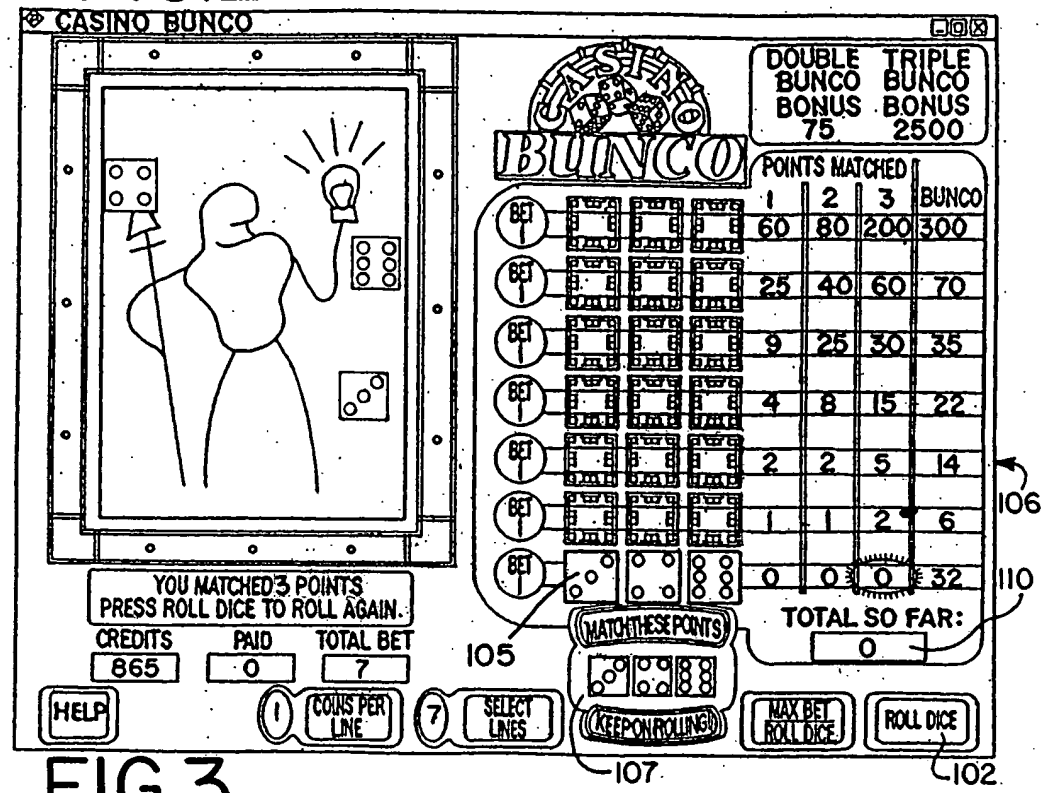


FIG.3

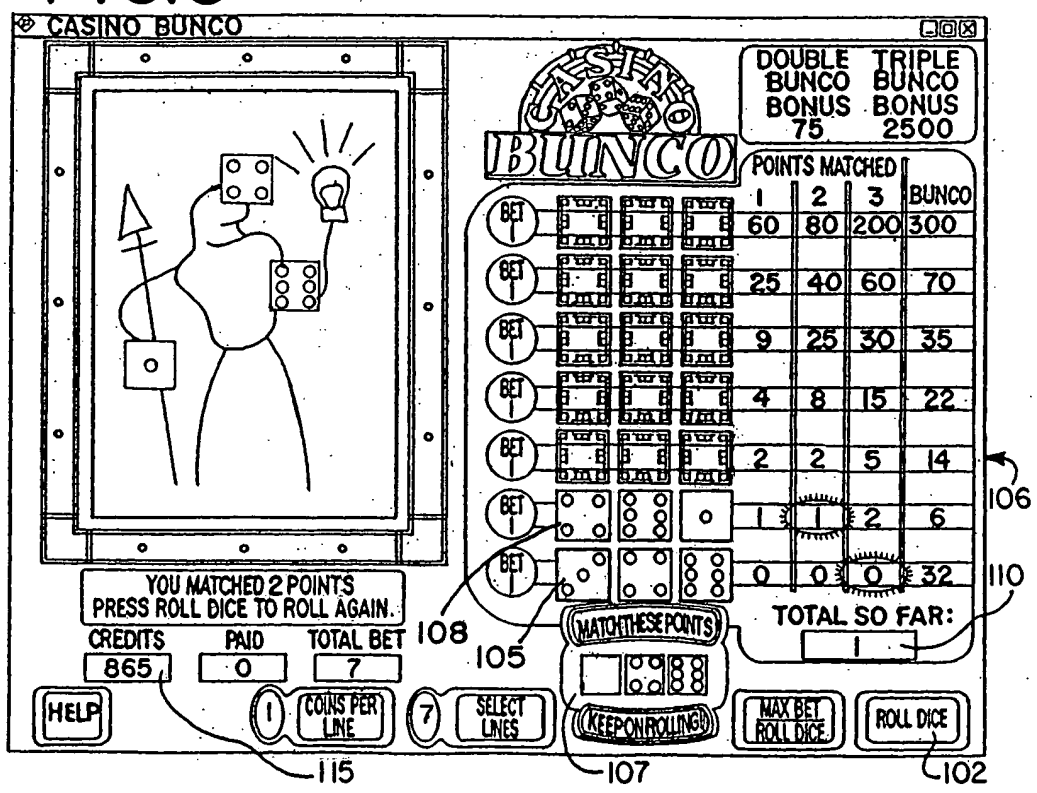




FIG. 4

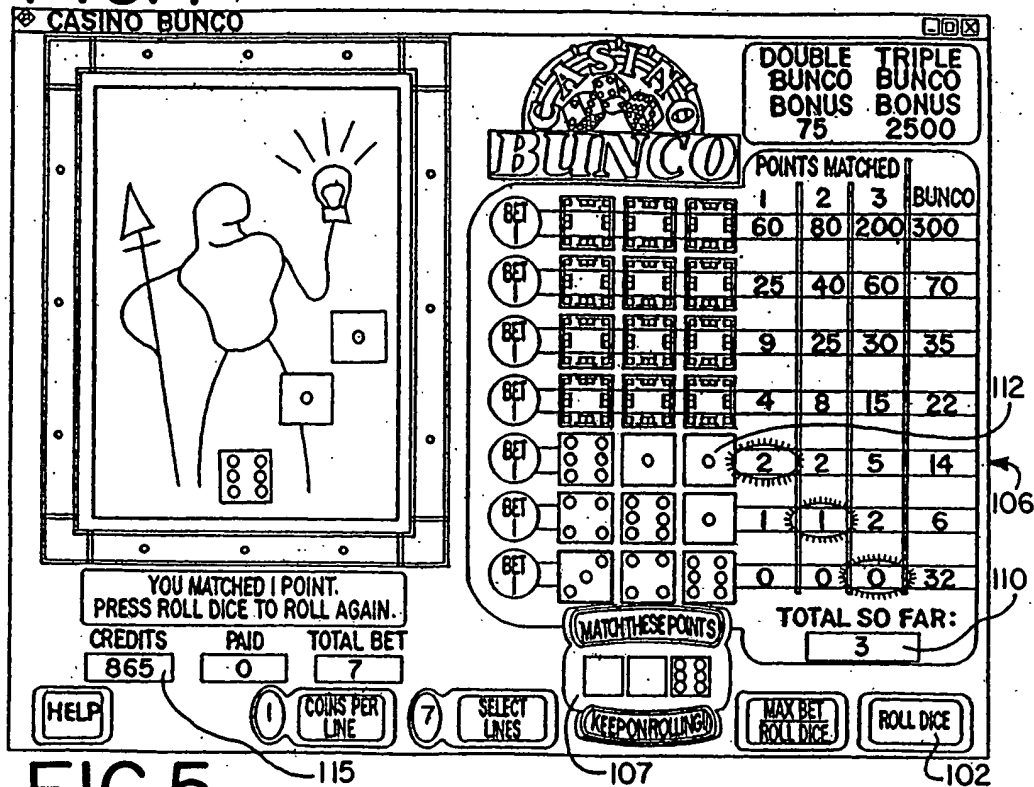


FIG. 5

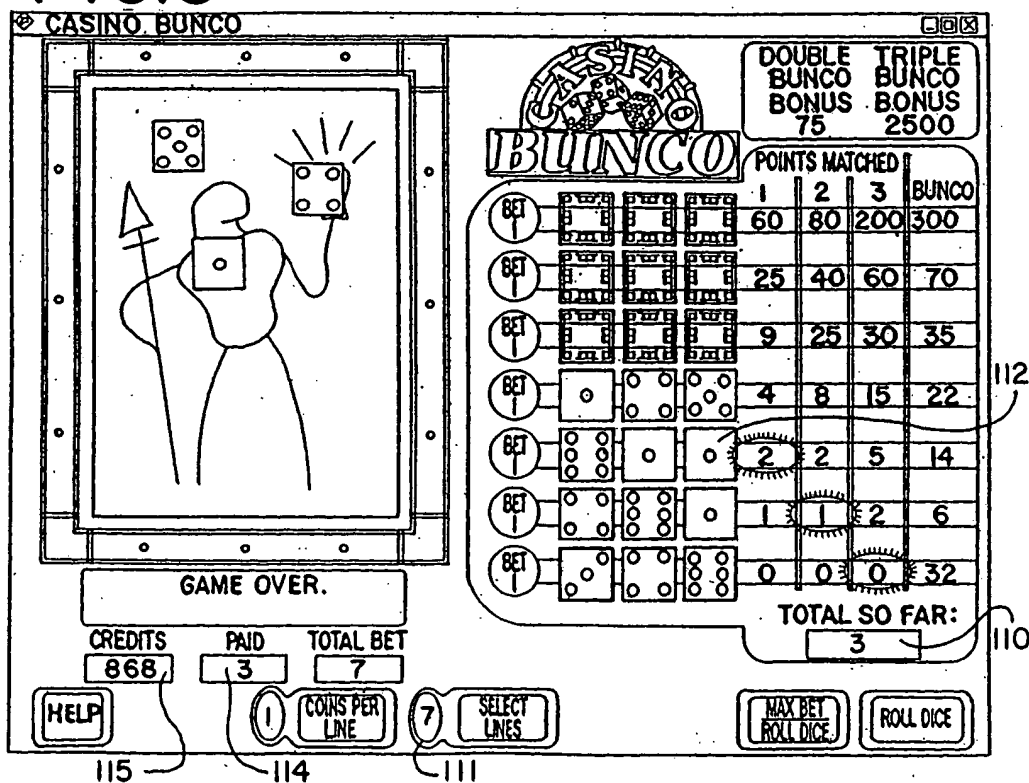
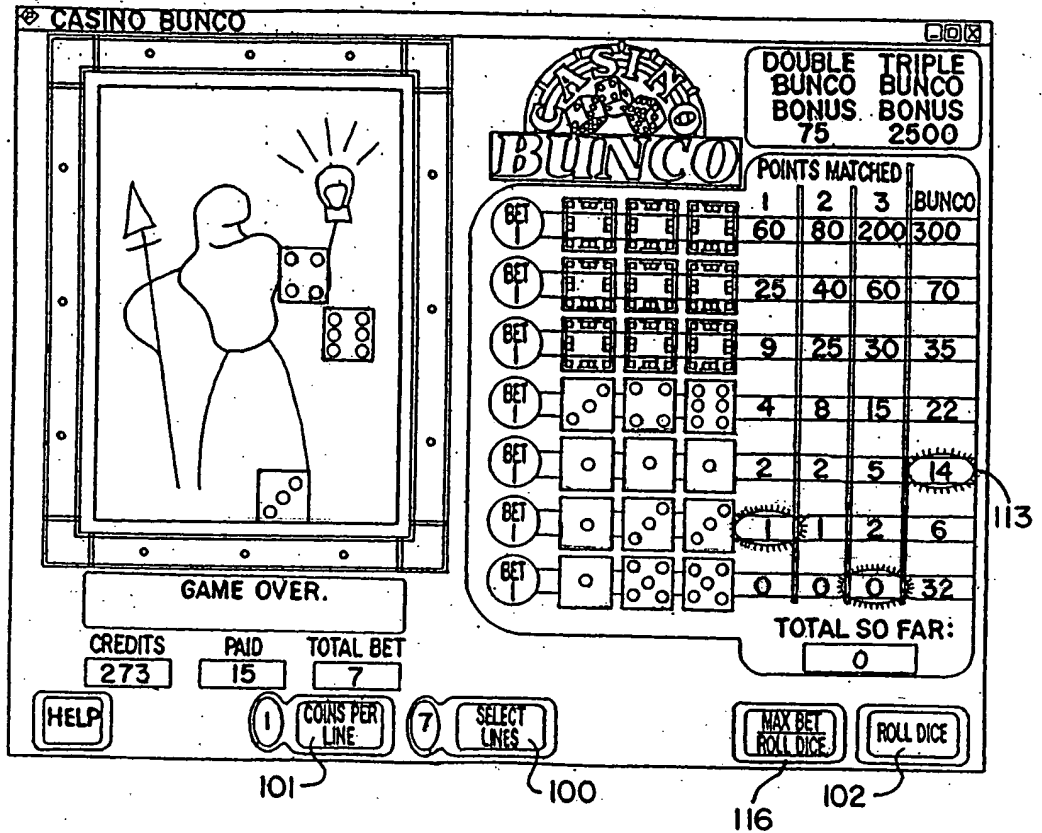




FIG. 6





GAME START SEQUENCE

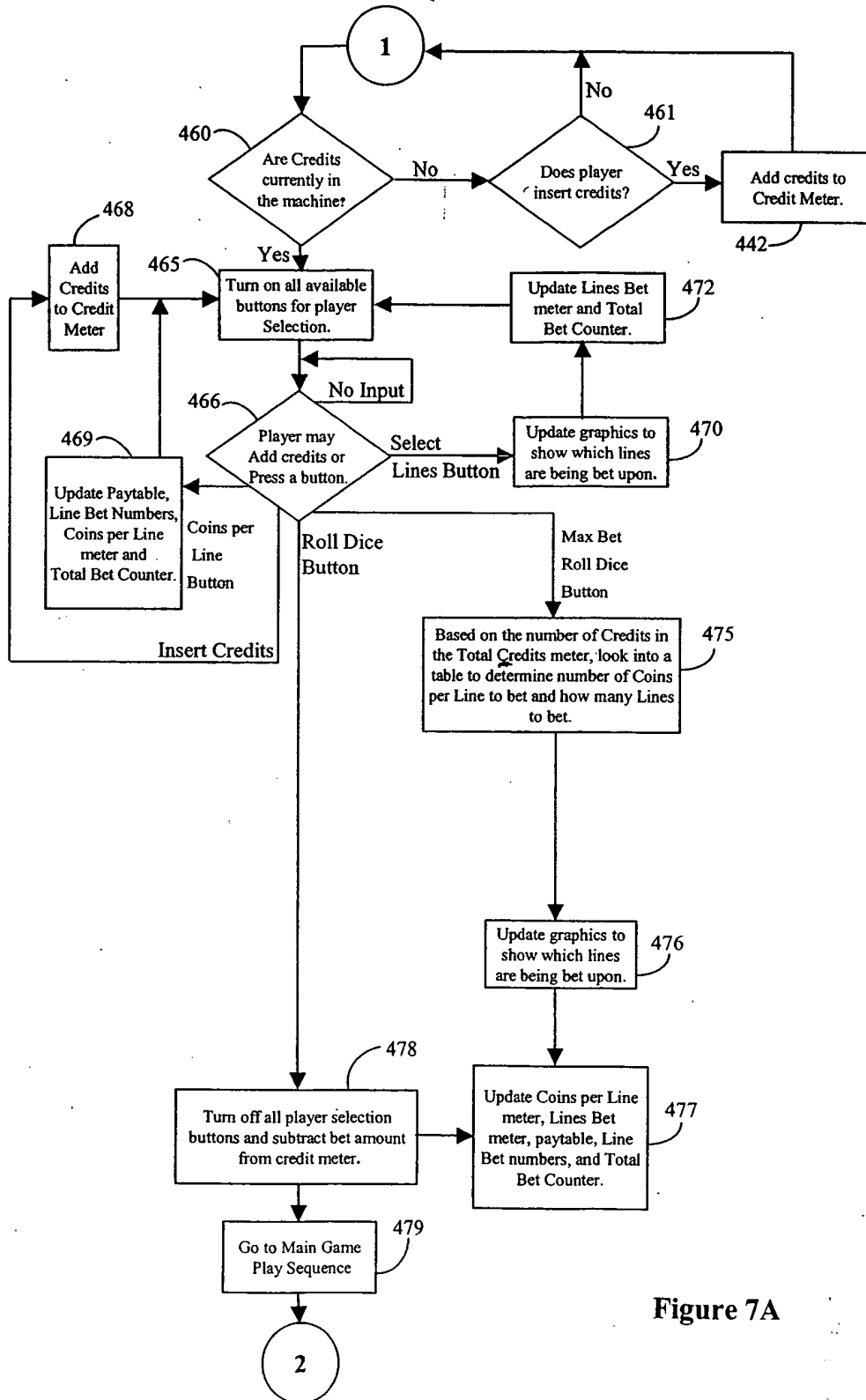
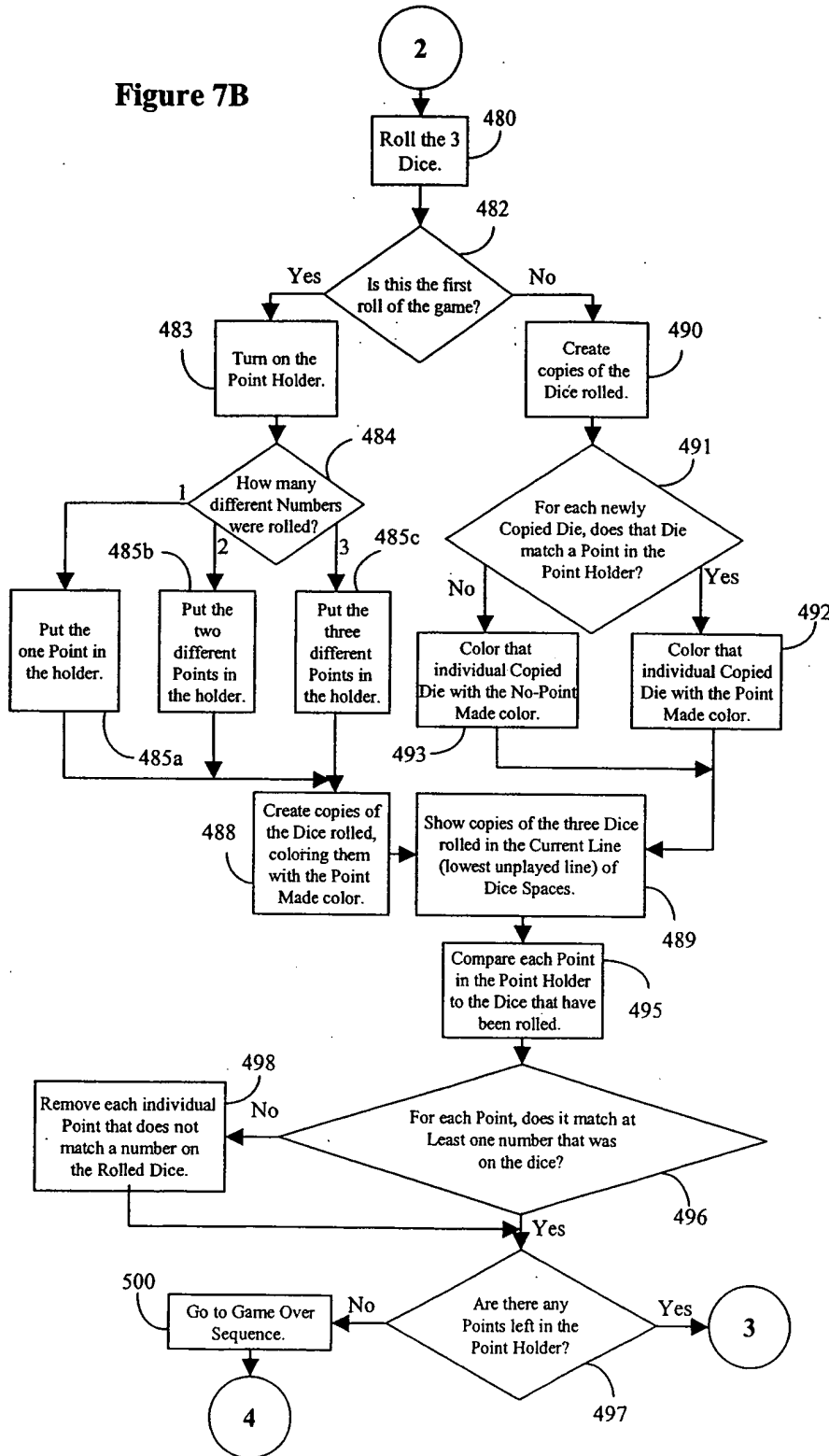


Figure 7A



MAIN GAME PLAY SEQUENCE

Figure 7B





MAIN GAME PLAY SEQUENCE (cont.)

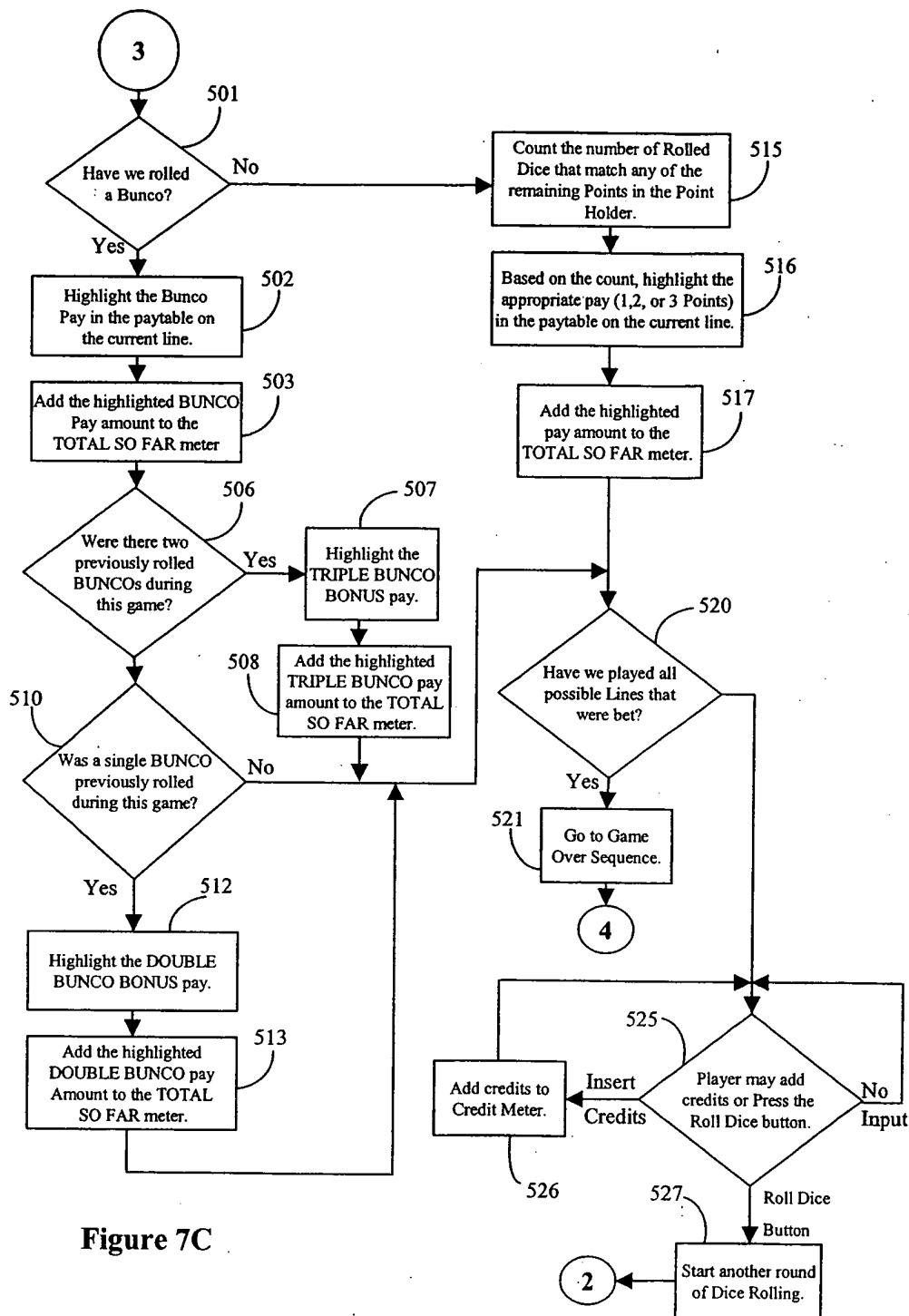


Figure 7C



GAME OVER SEQUENCE

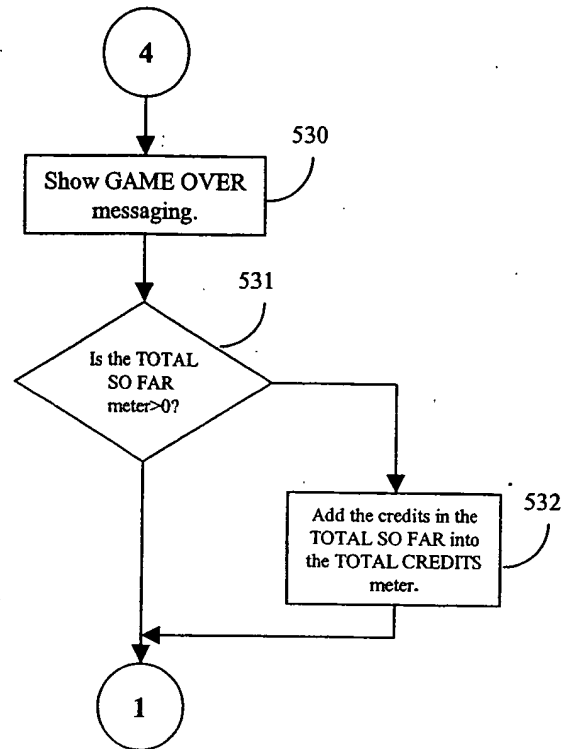
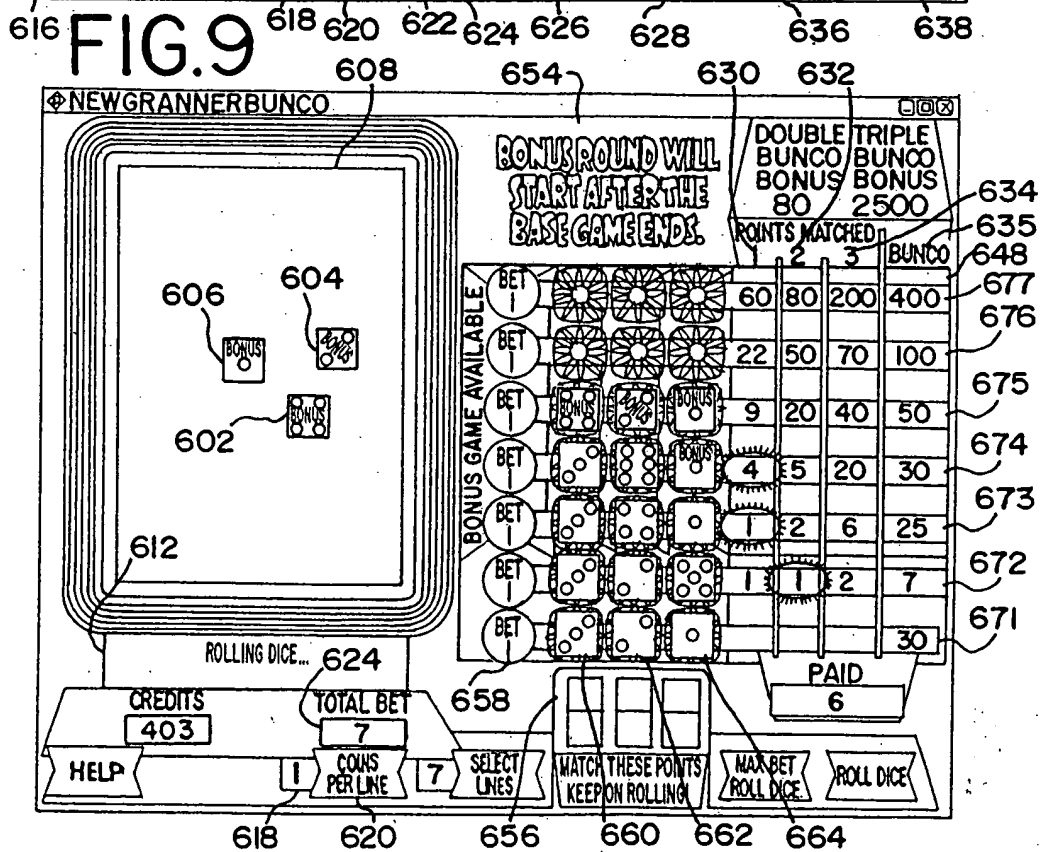
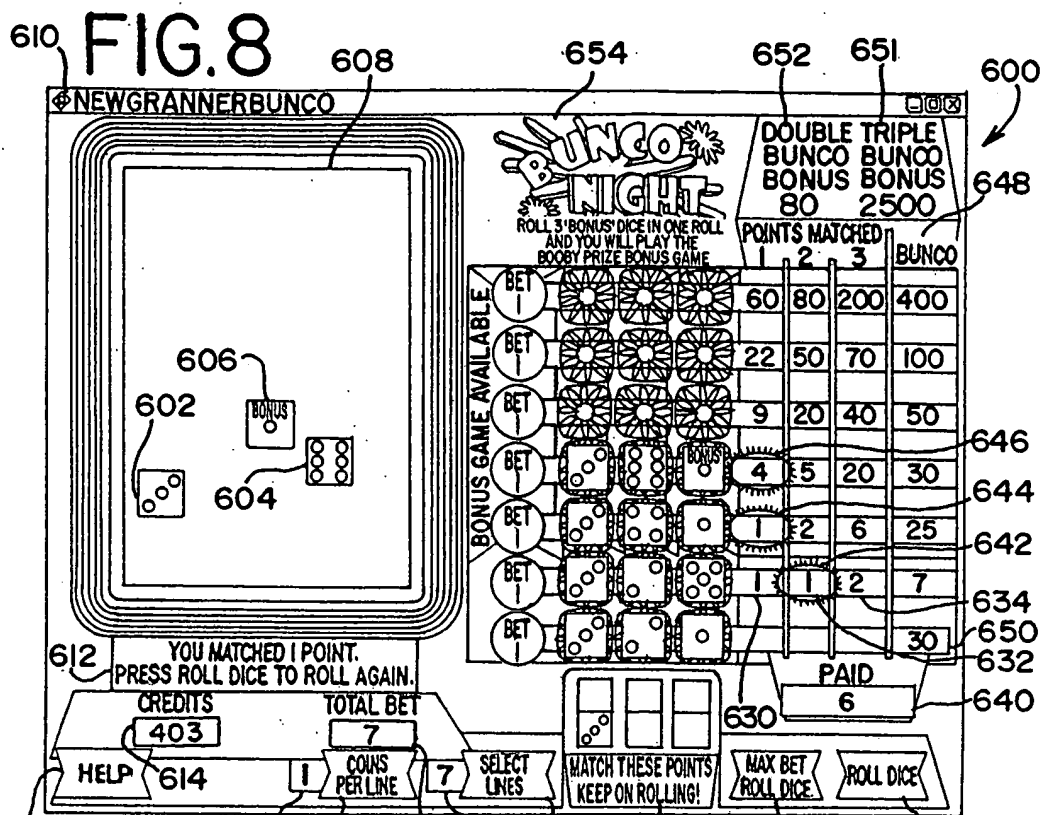


Figure 7D



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FIG.10

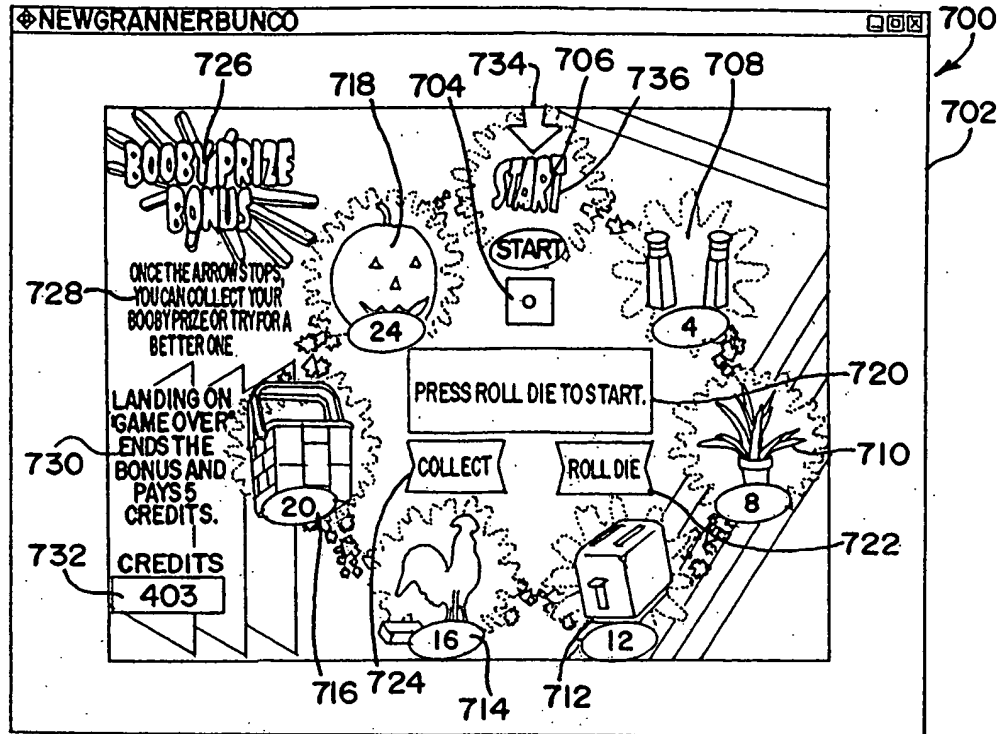


FIG. II

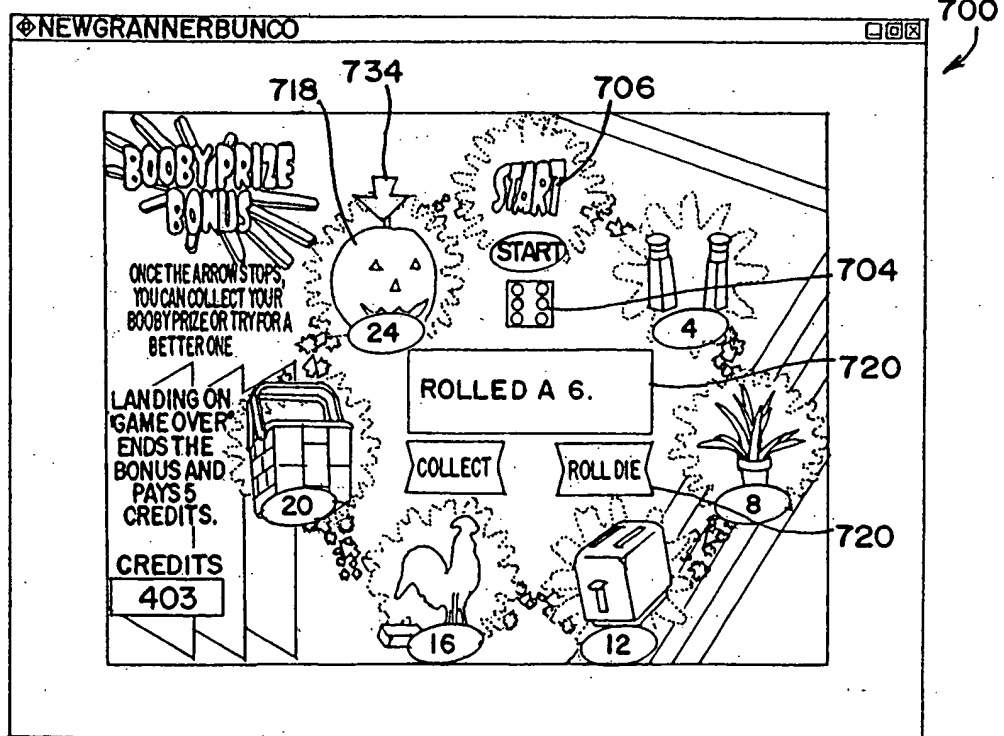


FIG. 1 is a schematic diagram of a slot machine game board layout. The board is a rectangular area with various symbols and text. At the top left, a "BOOBY PRIZE BONUS" symbol is shown with an arrow pointing to a "24" credit value. Below this, a "LANDING ON GAME OVER" symbol is shown with a "50" credit value. At the top center, a "GAME OVER" symbol is shown with a "5" credit value. Below this, a "YOU MAY COLLECT 24 CREDITS -OR- ROLL FOR A BETTER PRIZE!" symbol is shown. To the right of this, a "30" credit value is shown. At the bottom left, a "CREDITS 403" symbol is shown. At the bottom center, a "45" credit value is shown. At the bottom right, a "40" credit value is shown. The board is divided into sections by lines, and various symbols like a teapot and a die are also present. Reference numerals 700, 704, 706, 734, 735, 736, 718, 714, 724, 712, 710, 720, 722, 716, 732, and 700 are used to identify specific elements and sections of the board.



FIG.14

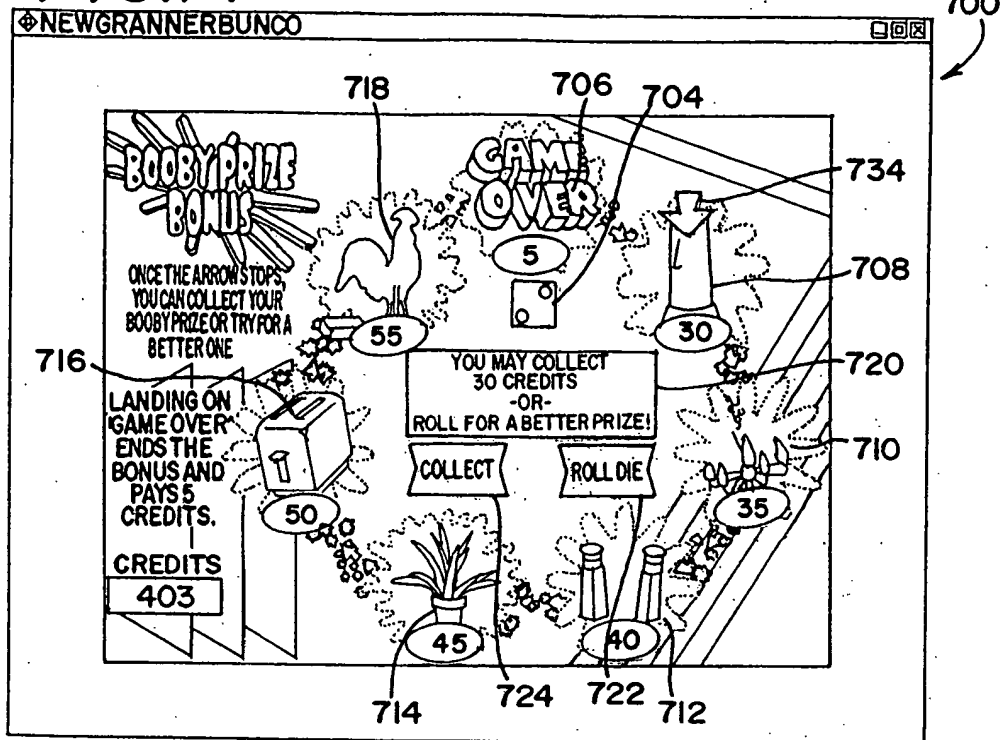


FIG.15

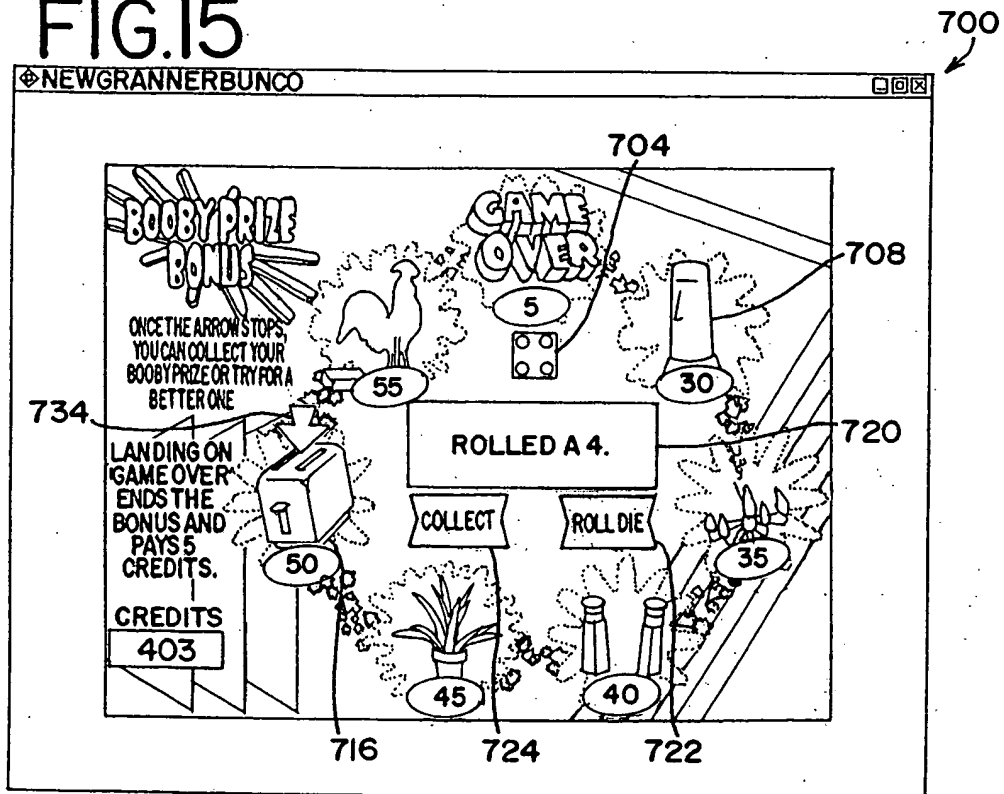


FIG.16

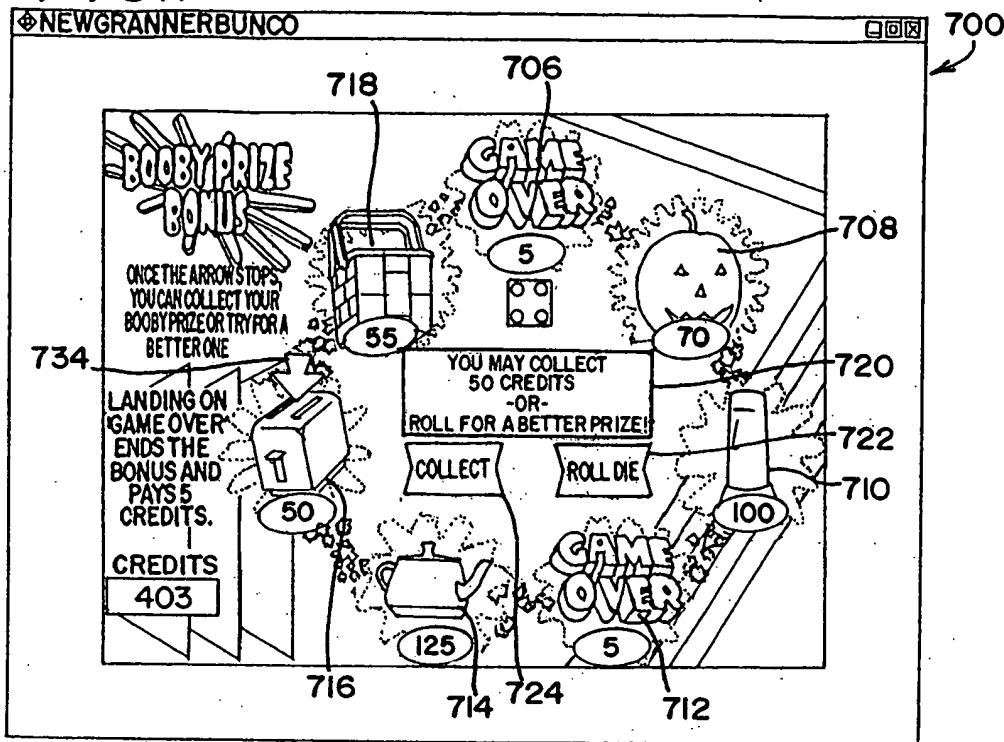
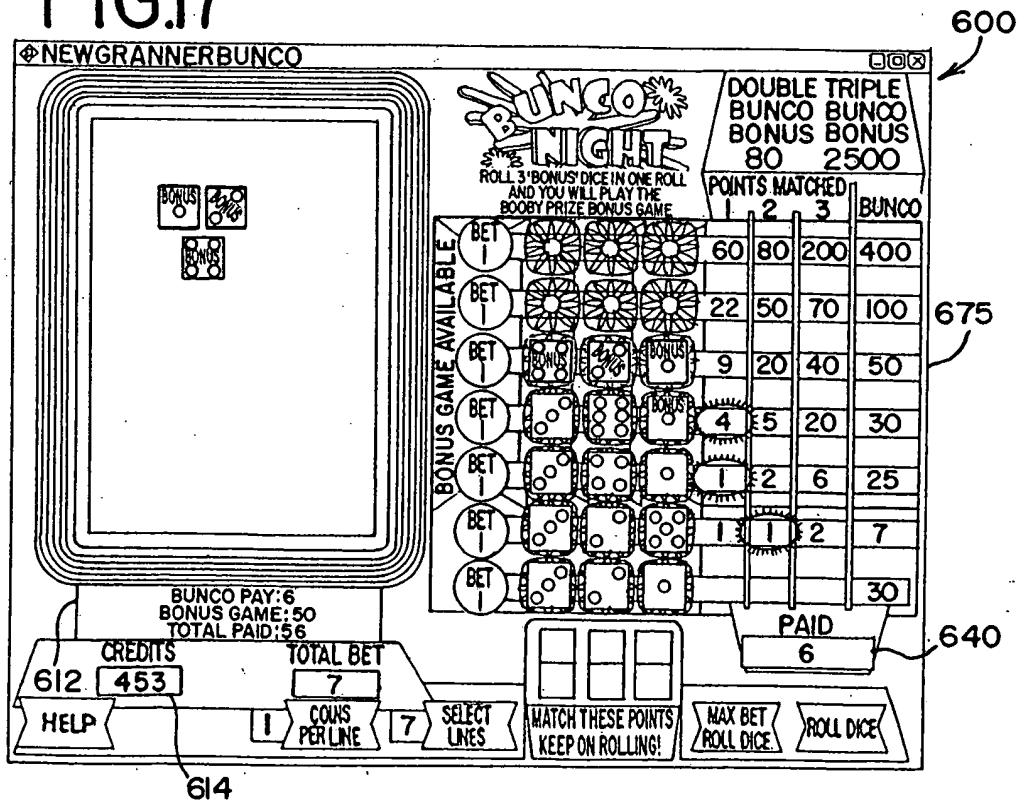


FIG.17





CASINO BUNCO – Flow Chart page 1

GAME START SEQUENCE

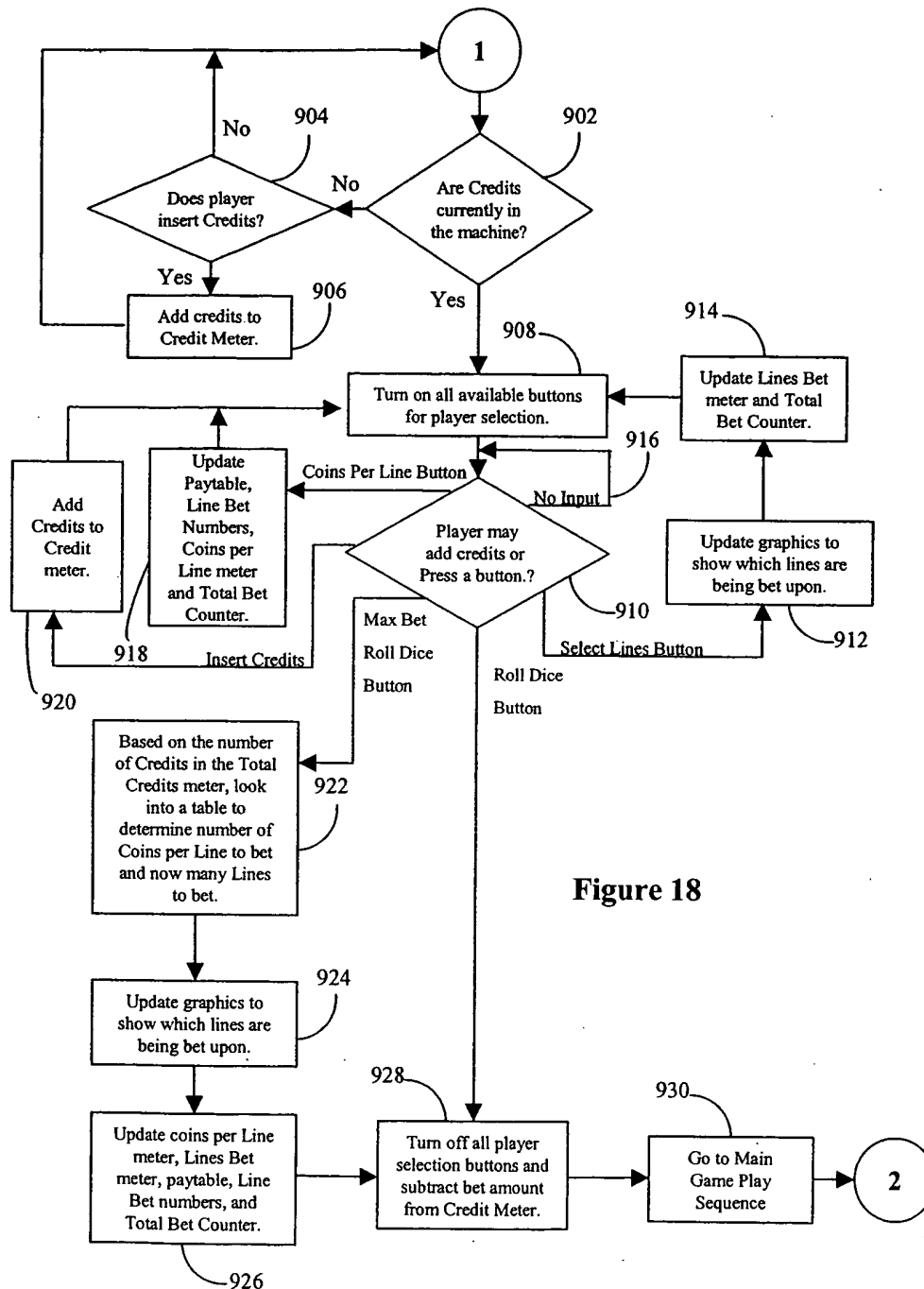
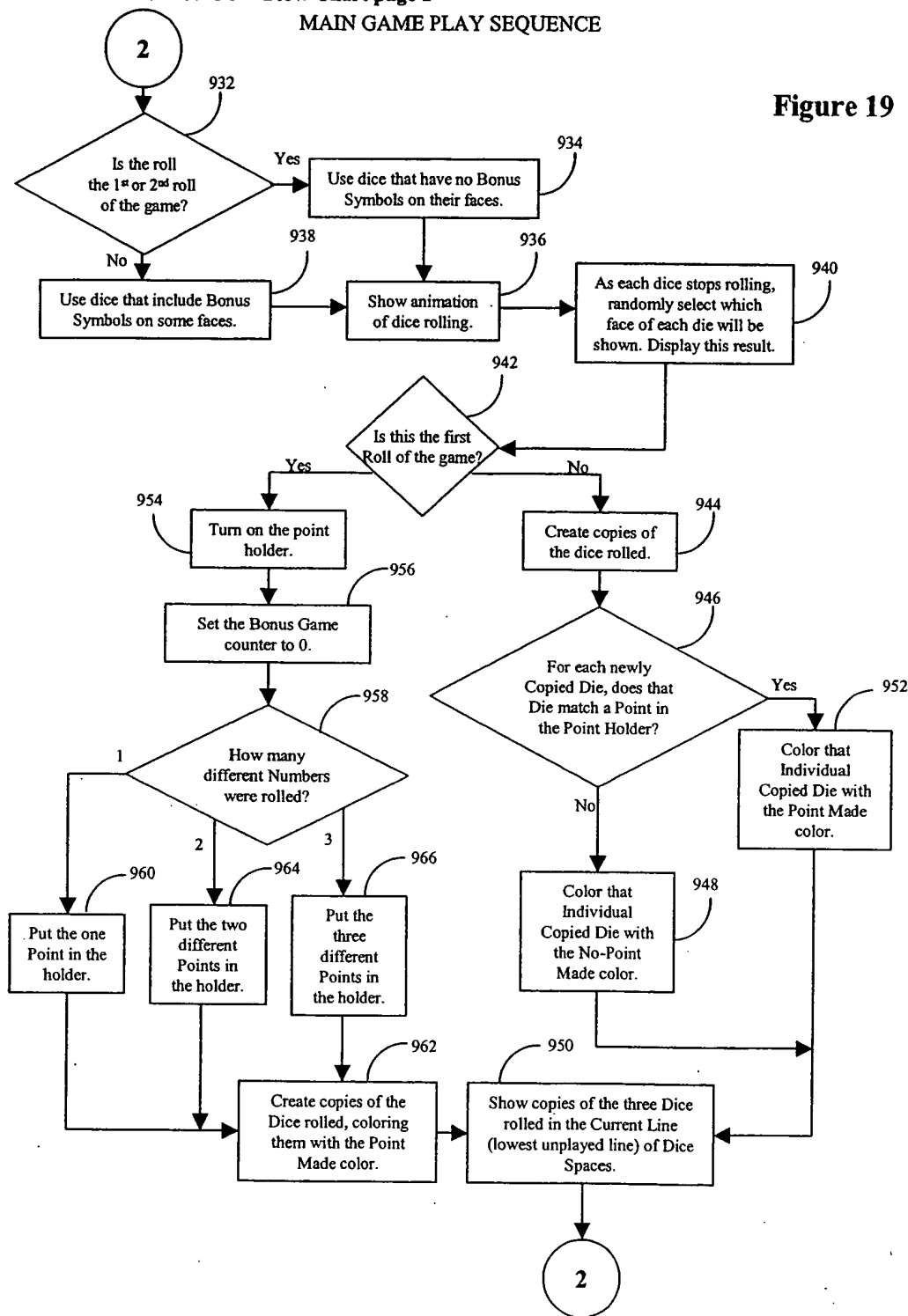


Figure 18

CASINO BUNCO – Flow Chart page 2

MAIN GAME PLAY SEQUENCE

Figure 19





CASINO BUNCO – Flow Chart page 3

MAIN GAME PLAY SEQUENCE – Determine Dice Roll

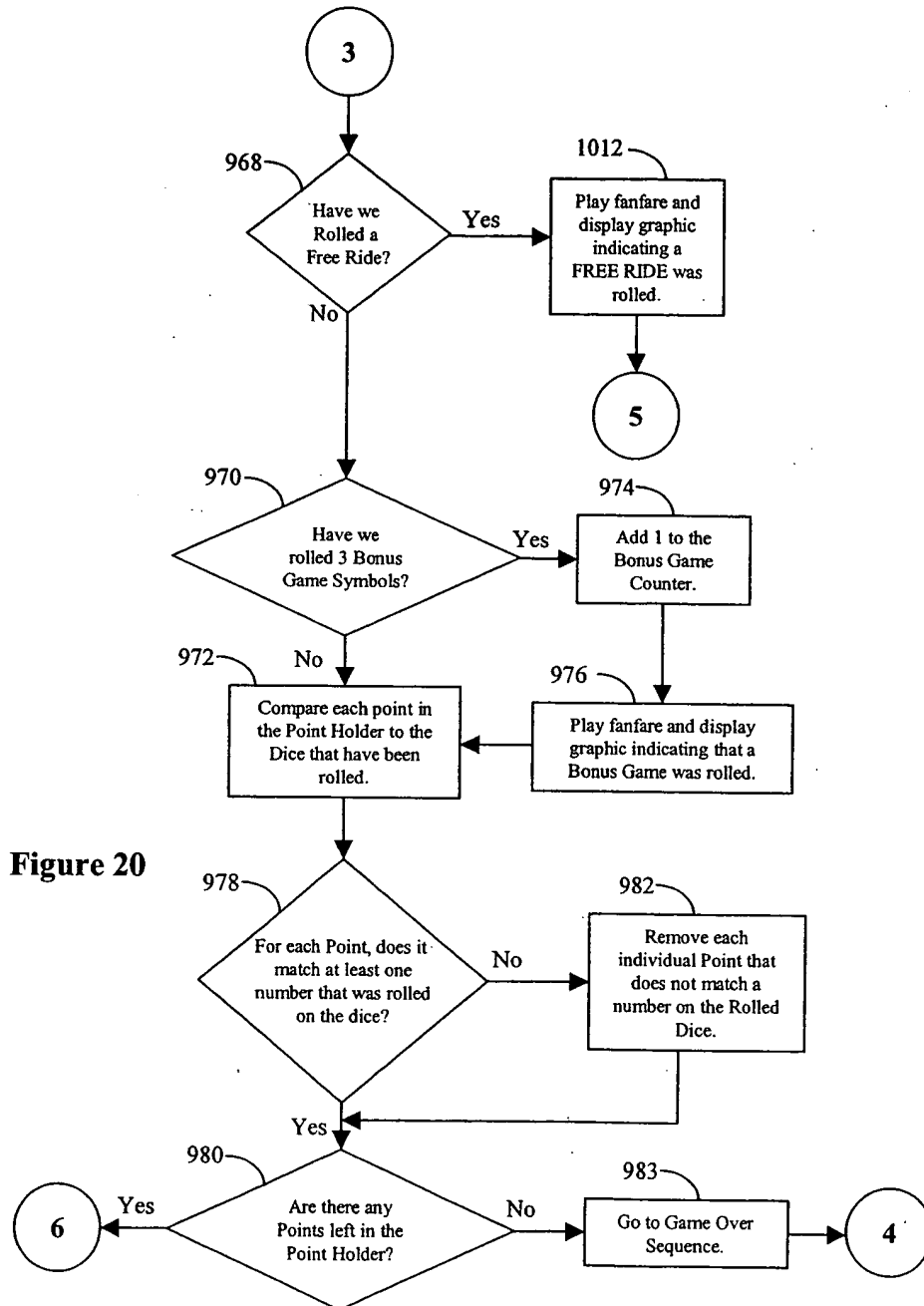


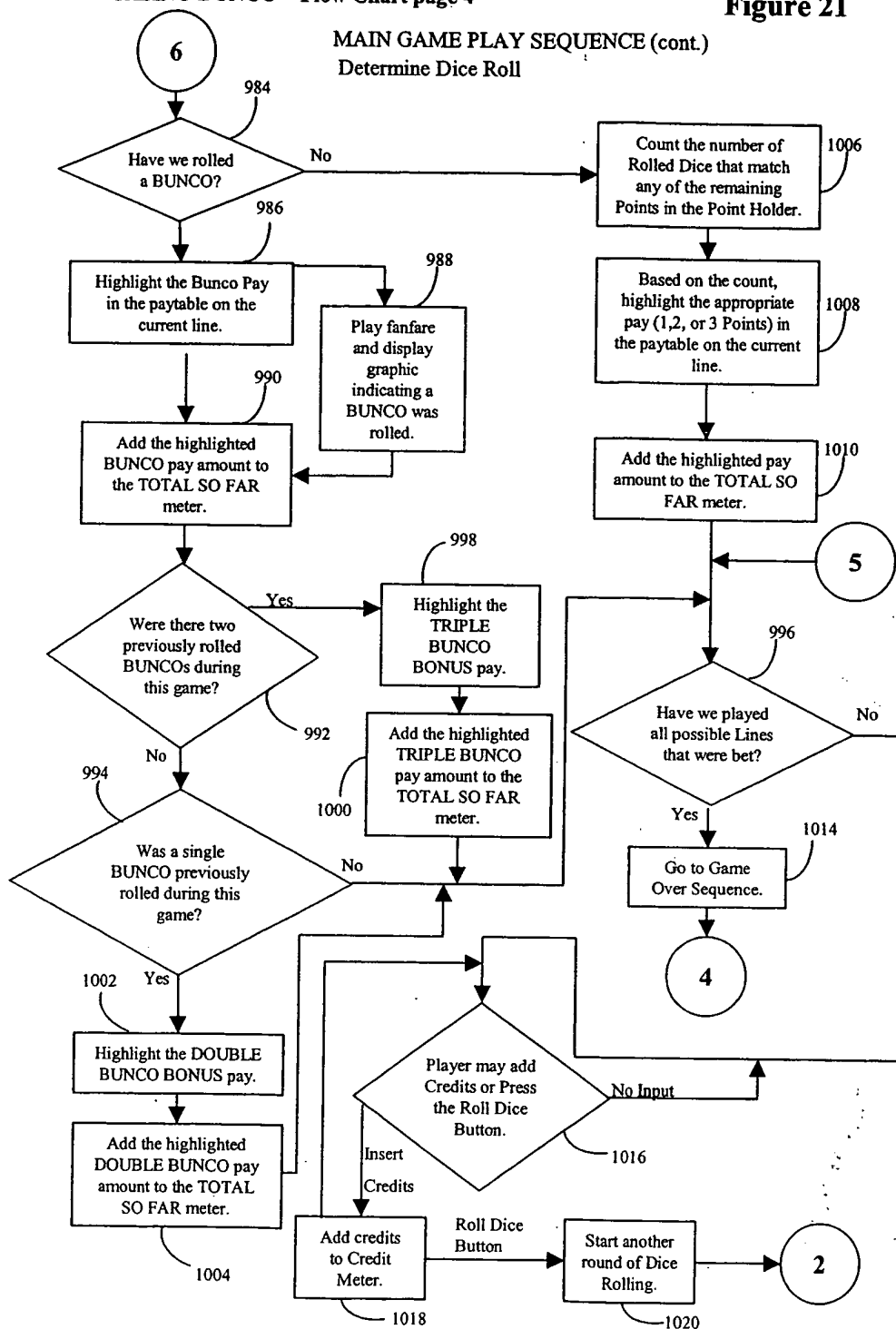
Figure 20



CASINO BUNCO – Flow Chart page 4

Figure 21

MAIN GAME PLAY SEQUENCE (cont.)
Determine Dice Roll





CASINO BUNCO – Flow Chart page 5

GAME OVER SEQUENCE

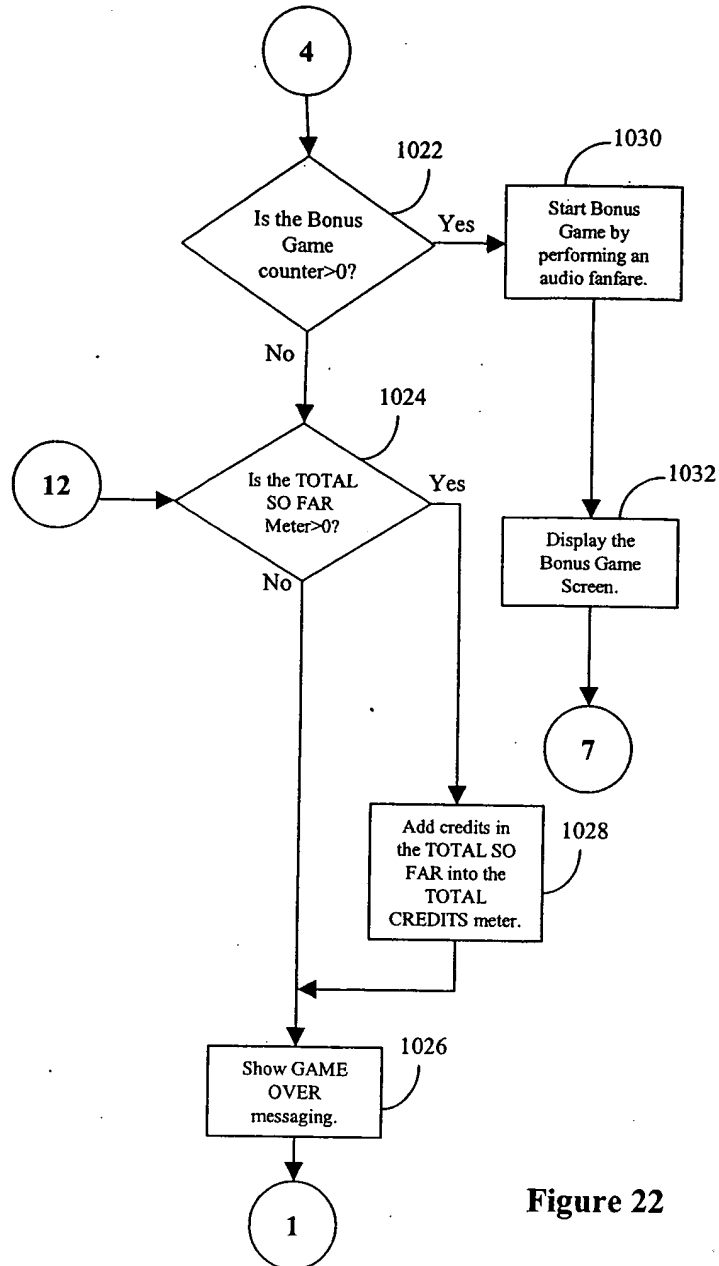


Figure 22



CASINO BUNCO – Flow Chart page 6

BONUS GAME SEQUENCE

Figure 23

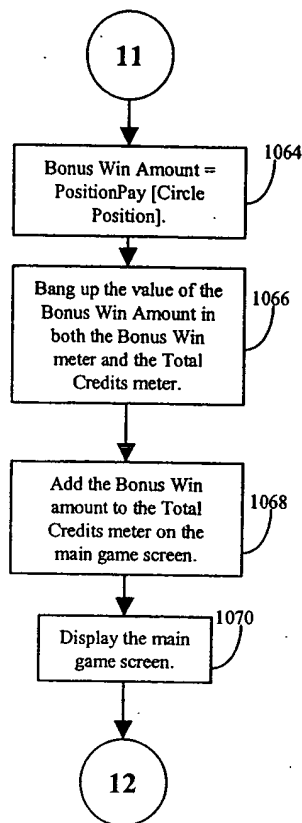
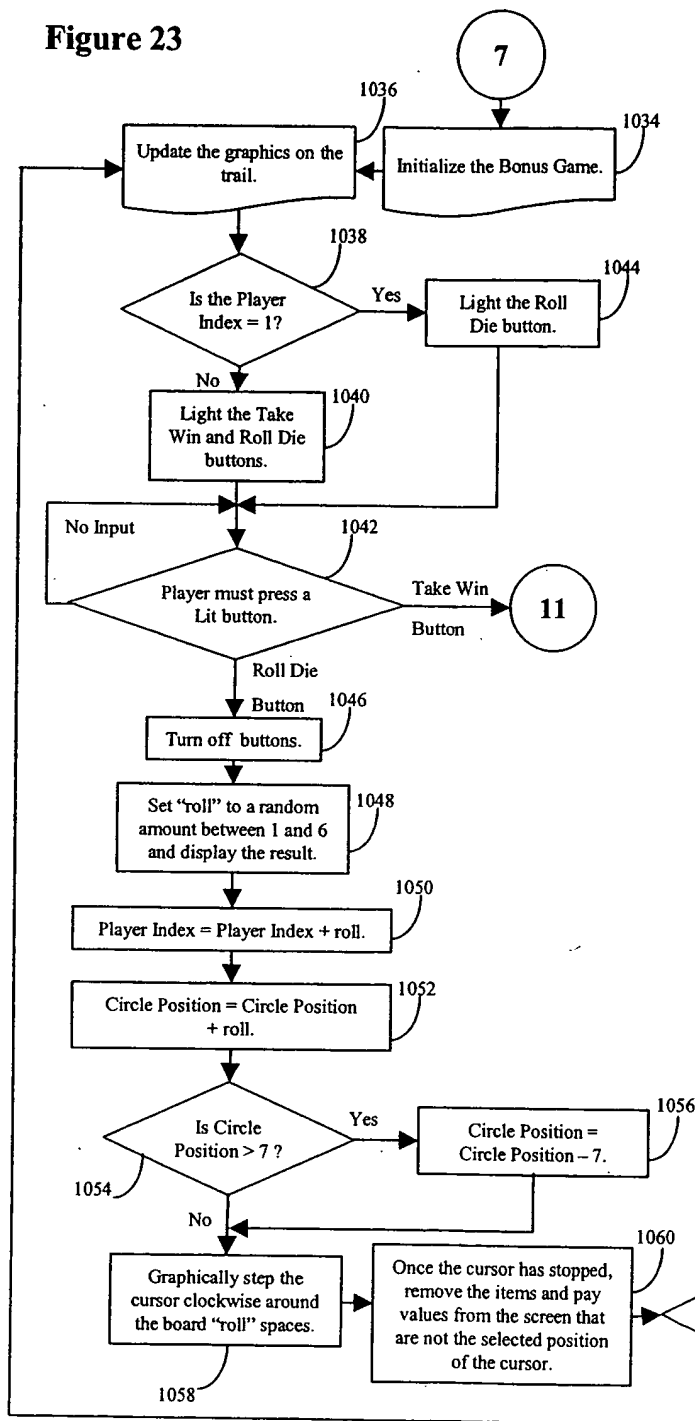


Figure 24



CASINO BUNCO – Flow Chart page 7

DETAILED BONUS GAME SEQUENCE—

This is a detailed explanation of what we do to initialize the various elements that are in use during the Bonus Game

The Player Index is a variable that describes where the player is at in the payable and the item type table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear payable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

Initialize the Bonus Game

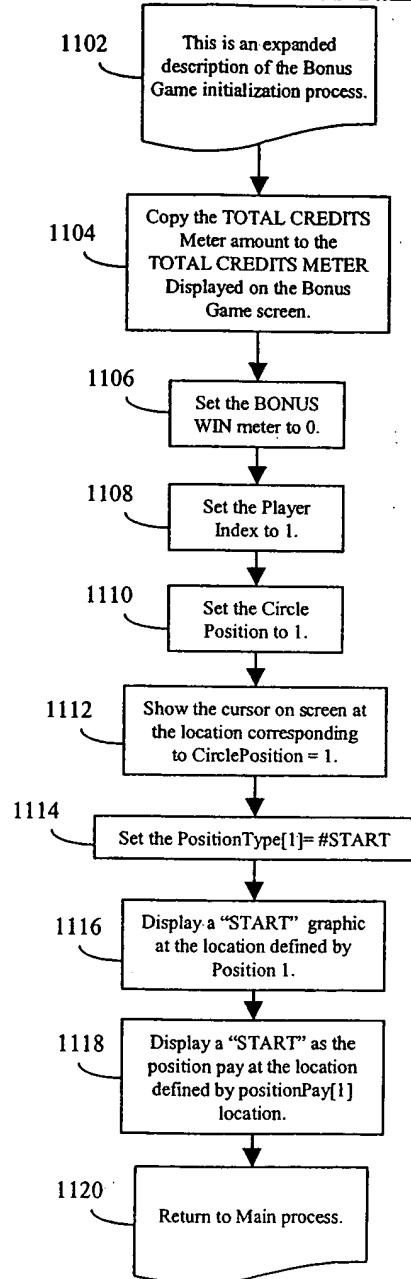


Figure 25



CASINO BUNCO – Flow Chart page 8

Figure 26

DETAILED BONUS GAME SEQUENCE –
This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

Update the graphics on the trail

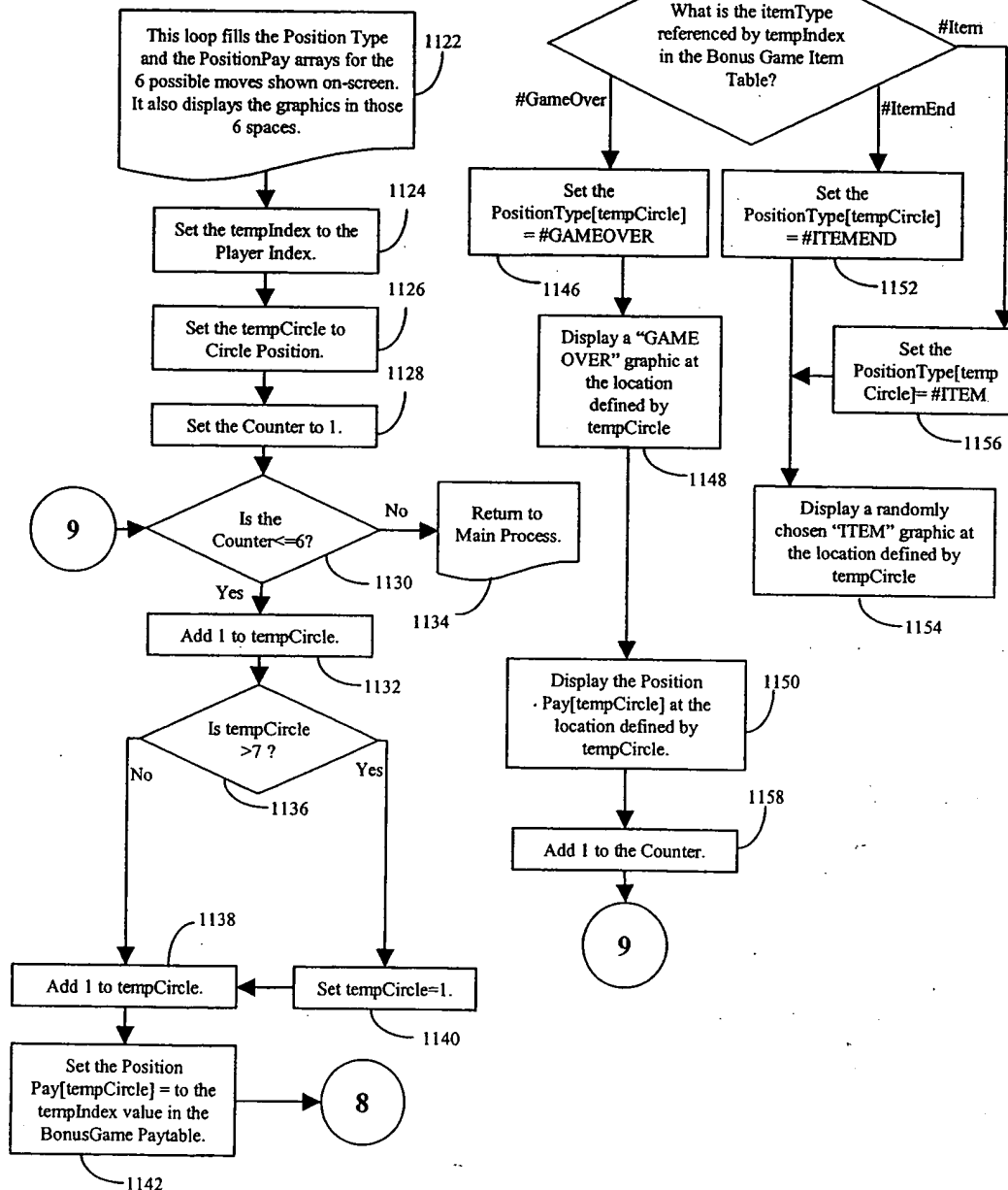


Figure 27

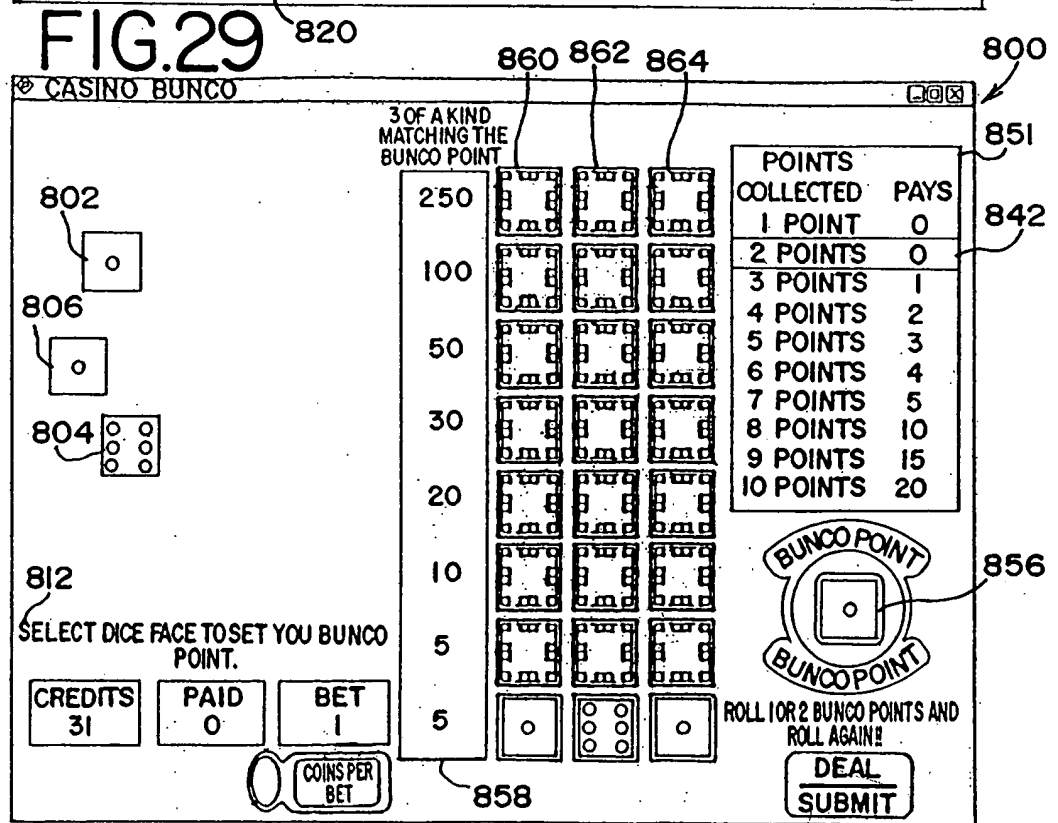




FIG.30

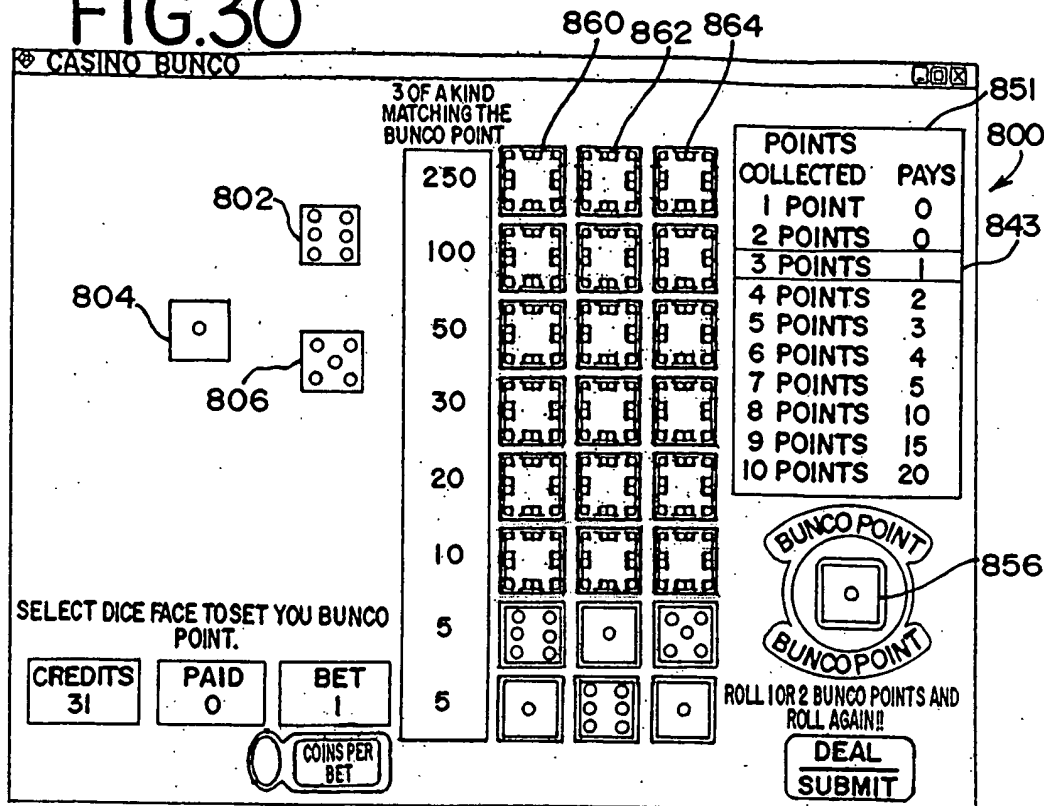
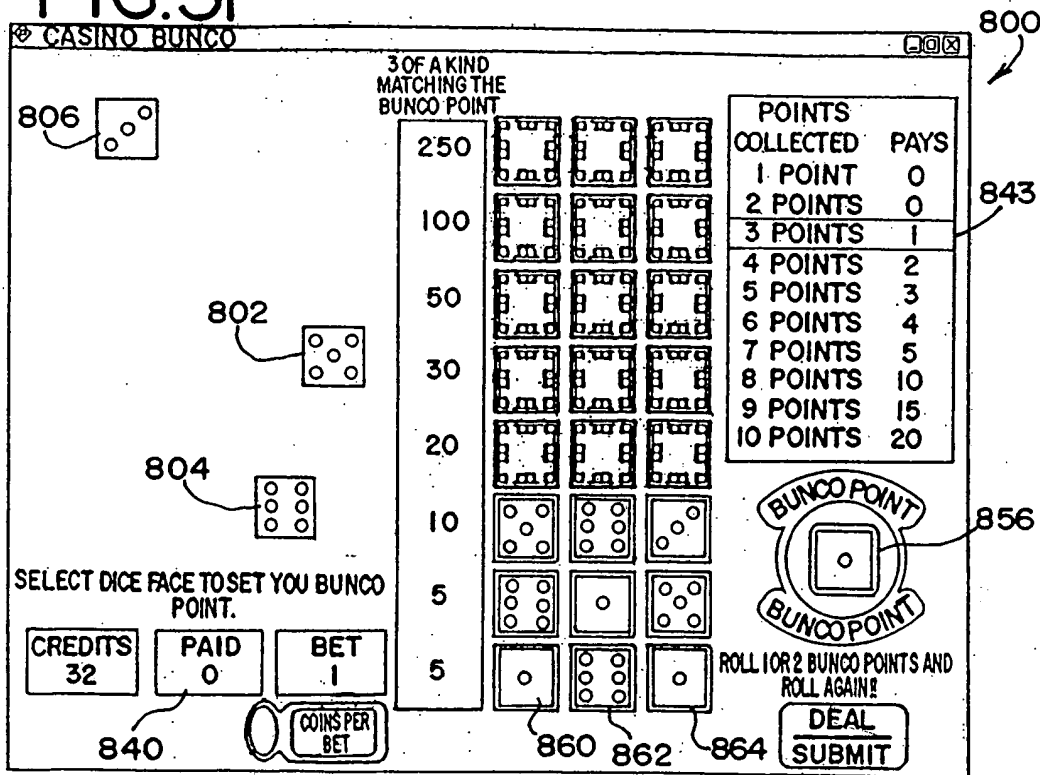


FIG.31



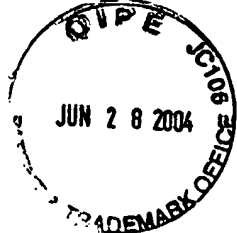


FIG.32

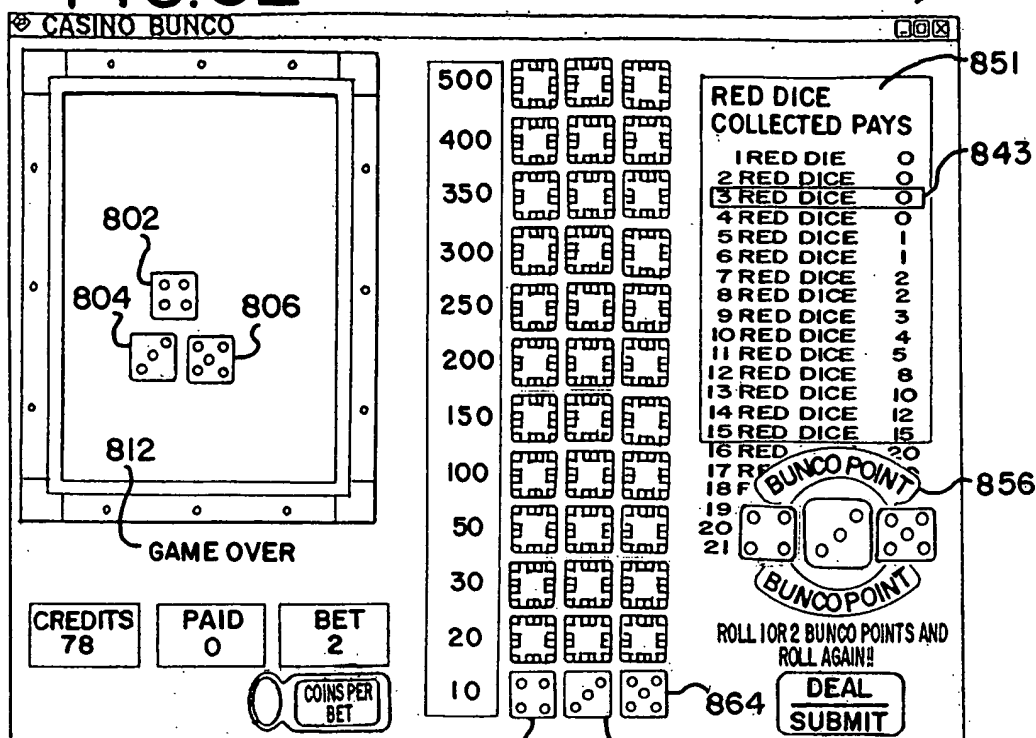


FIG.33

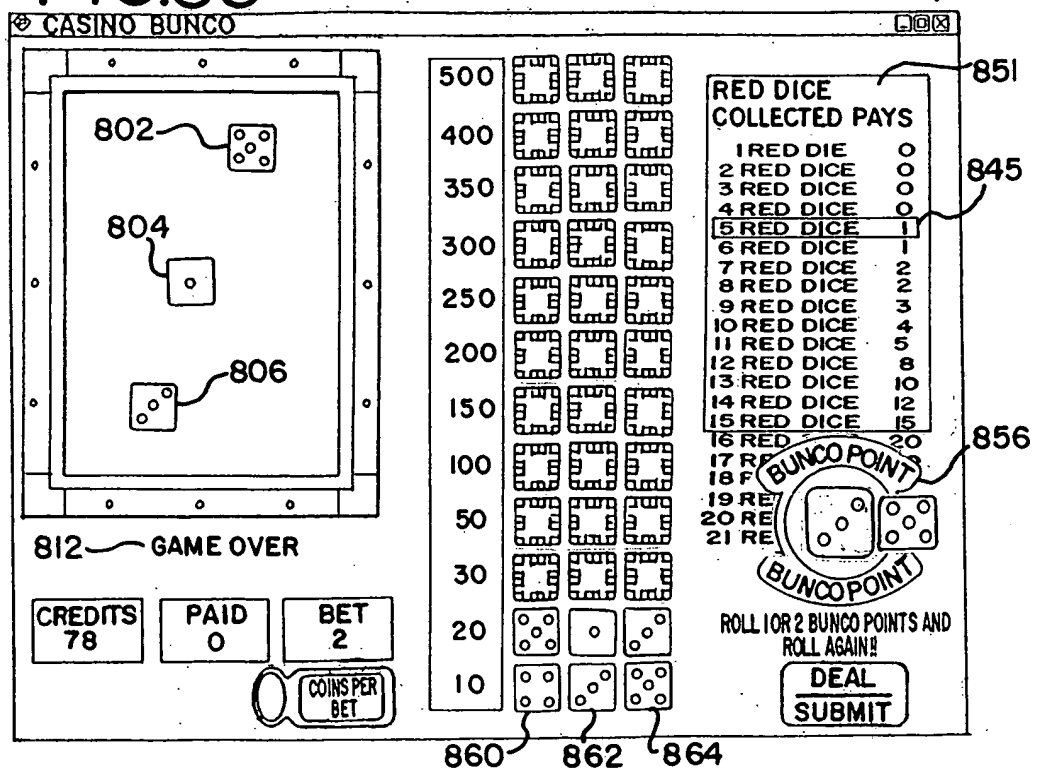




FIG.34

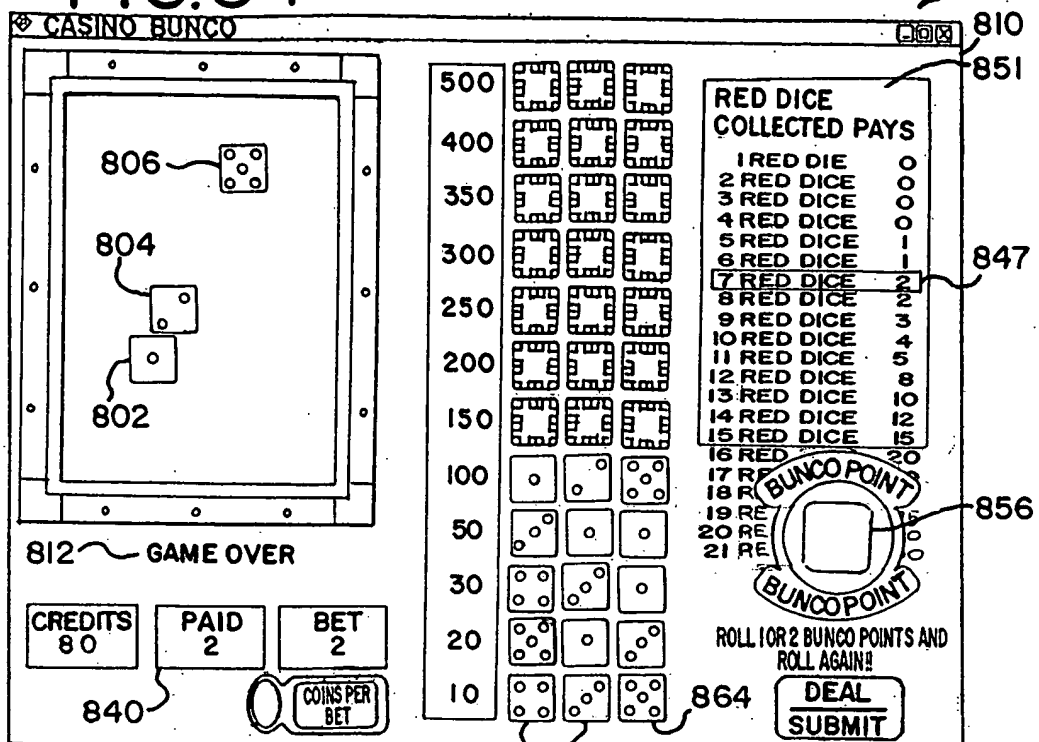


FIG.35

